

Sub
C27
B1

1. (Twice Amended) A chess game playing array assembly comprising:
a plurality of three-dimensional noncontiguous playing segments that are
selectively moveable relative to one another to define a rectilinear or non-rectilinear
array of playing spaces on which a game of chess may be played;
wherein the plurality of three dimensional playing segments are spaced
apart by one or more rectilinear or non-rectilinear voids, and
one or more void fillers disposed in the respective one or more voids,
wherein the one or more void fillers comprises an upstanding wall
separating adjacently disposed playing segments.

Sub
C27
B2

23. (Twice Amended) A chess game playing array assembly comprising:
first and second opposing playing segments disposed relative to one
another to define an array of playing spaces on which a game of chess may be played;
wherein the first and second opposing playing segments are sloped, and
wherein the first playing segment includes a first motif having a first landscape terrain
pattern and the second playing segment includes a second motif having a second
landscape terrain pattern different from that of the first landscape terrain pattern of the
first motif; and
wherein the first and second opposing playing segments include
respective topographic geometries that are different from one another.